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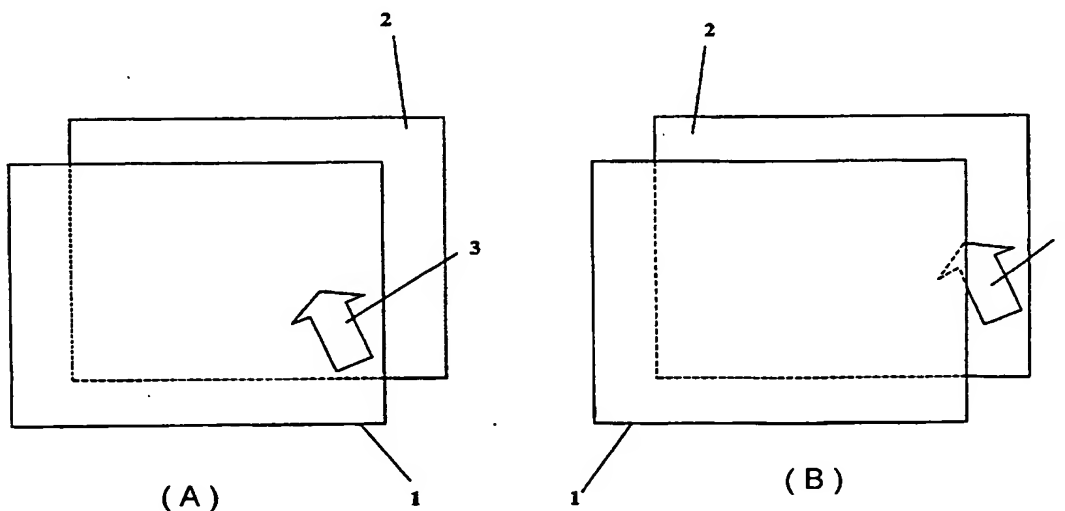
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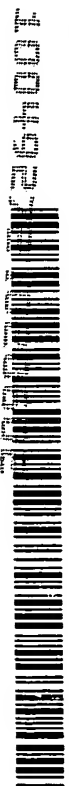
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- (71) Applicant (*for all designated States except US*): DEEP VIDEO IMAGING LIMITED [NZ/NZ]; Airport Road, Mystery Creek, RD 2, Hamilton 2001 (NZ).
- (72) Inventors; and
- (75) Inventors/Applicants (*for US only*): ENGEL, Gabriel, Damon [US/NZ]; Flat 4, 19 Hammond Street, Hamilton (NZ). WITEHIRA, Pita [NZ/NZ]; Devine Road, RD 3, Hamilton (NZ).
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(54) Title: CONTROL OF DEPTH MOVEMENT FOR VISUAL DISPLAY WITH LAYERED SCREENS



(57) Abstract: A multi-level visual display system has a plurality of screens (1, 2) spaced in the depth direction. A user can move a visual indicator such as a cursor (3) between the screens (1, 2), via an input device such as a mouse button. In drawing applications a visual link such as a line can be created between two screens. In game applications a user can move an image both within and between screens (1, 2), by dragging a cursor while moving it between the screens, to provide an illusion of three dimensional movement. The screens (1, 2) may comprise layered liquid crystal displays.



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